

# Assignment 2

## Kshitij Summer web training 2020

### Task 1

Develop a simple snake game using JavaScript and your previous knowledge of HTML and CSS. This will include the creativity with which you design the interface. Make sure the website is coherent in colour with smooth transitions, responsive. Use your creativity to think the layout of webpage.

**Total marks: 70**

### Subtask 1

Include a speed button to monitor the speed of the snake.

**Total marks: 20**

### Subtask 2

Include maze in the game

**Total marks: 20**

### Bonus Task 1

Write a code to make the game autonomous i.e. the game in autonomous mode should run and complete on its own.

**Bonus marks: 10**

### Bonus Task 2

Write a code so that user can play the game on mobile also i.e. with swiping on the screen.

**Bonus marks: 15**

Make sure your code is Reusable, Easy to read and follow the DRY (Don't Repeat Yourself) principle. Marks will be given keeping in mind these parameters.

## Resources:

- 1) <https://www.youtube.com/watch?v=bRlvGoWz6lg>
- 2) <https://www.youtube.com/watch?v=9TcU2C1AACw>
- 3) <https://medium.freecodecamp.org/think-like-a-programmer-how-to-build-snake-using-onlyjavascript-html-and-css-7b1479c3339e>
- 4) Previously shared videos on JavaScript.